The World's First Truly
3-DIMENSIONAL VIDEO GAME

SUBROC-3D

SEGA®

Realistic 3-dimensional features to drive players out of their minds!

Blow up the enemy forces attacking you from the sea and the sky, and pursue the enemy's COMMAND SHIP.

A DUAL SCENE system is used, so that you can freely select dynamic battles on the sea or in the air.

SUBROC-3D™

SUBROC-3D is chock full of new features

* **The world's first 3-D game system, developed through sophisticated hardware systems and software techniques, plus a completely new 3-D optical mechanism.**

  SUBROC—3D is a sensational 3—dimensional video game developed by making full use of advanced hardware techniques (3-dimensional expansion and movement of characters), and software (perspective control of character movements), plus the newest viewing mechanism (stereo viewer system).

  Thus SUBROC—3D presents 3—dimensional pictures never before possible in any game.

* **Overwhelming 3-dimensional play, with a dual scene system whereby you can select sea or air battles.**

  By operating the horizontal and elevation controls during play, you can move freely between a sea battle scene and an air battle scene.

  The player will be overwhelmed and amazed by the 3-D action, with a full range of characters and exciting 3-dimensional effects.

* **Dynamic stereo sound gives excellent "surrounded" effect.**

  Doppler sound effects are used for UFOs, enemy ships, and torpedoes to heighten the sense of realism.

pright type

sions:
cm (w) x 86 cm (d) x 187 cm (h)

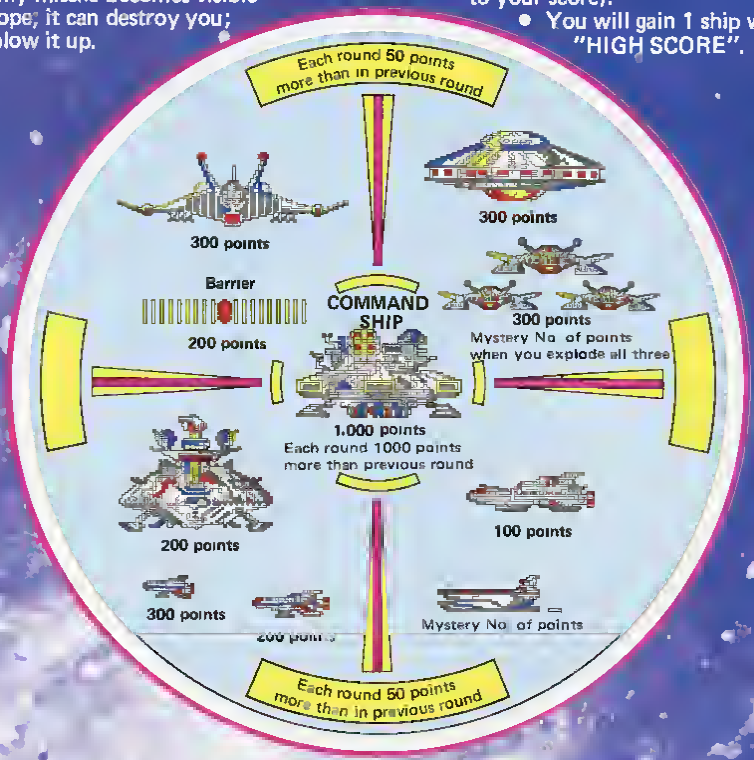
cifications
, 50/60 Hz, or export specs.

Cockpit type

Dimensions:
67 cm (w) x 156 cm (d) x
ght:
kg
Specifications:
V, 150W, 50/60 Hz;

How To Play

- Insert a coin and press the START button Search for the enemy through the scope, aim, and press the FIRE button to shoot.
- Turn the elevation control to move freely between sea battle scenes and air battle scenes.
- Once an enemy missile becomes visible in the periscope, it can destroy you; fire at it to blow it up.
- The barrier which guards the enemy COMMAND SHIP, can be destroyed only by hitting it in the very center.
- When you blow up the enemy COMMAND SHIP, you proceed to the next round. (Remaining BONUS POINTS will be added to your score).
- You will gain 1 ship when you reach "HIGH SCORE".



Theory of 3-Dimensional Video

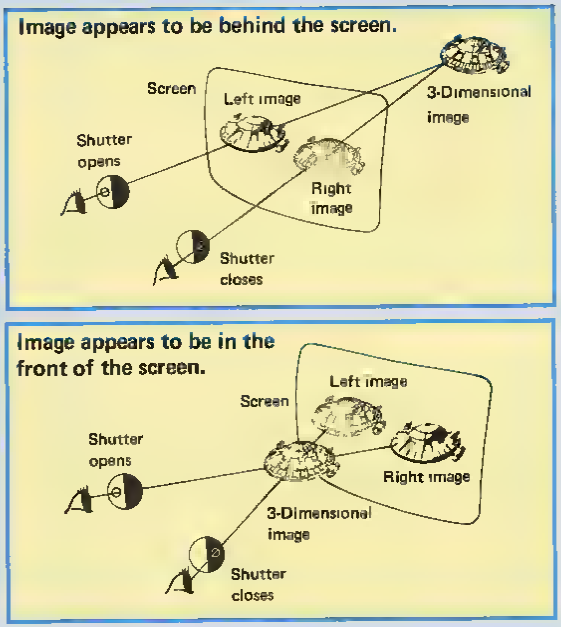
A picture for the left eye and another for the right eye are alternately displayed on the monitor screen (30 images/second).

●

The stereo viewer incorporates special shutters for both the left eye and right eye, which operate in synchronization with the screen images.

●

Thus by looking at the dual images with the right eye and left eye separately, a 3-dimensional picture is formed by a combination of parallax and the after-image effect.



SUBROC-3D is the world's first truly 3-dimensional video game, jointly developed by SEGA Enterprises and Matsushita Electric Industrial Co., Ltd.

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